

Installation

Introduction

To use Dark GDK it will be necessary to obtain Microsoft's Visual C++ 2008 and Microsoft's DirectX 9.0c SDK from August 2007.

Microsoft's Visual C++ 2008 compiler can be freely downloaded from www.microsoft.com/express/vc. For more details on the rest of the Microsoft Visual 2008 Express package visit www.microsoft.com/express.

Microsoft's DirectX 9.0c SDK from August 2007 can be downloaded from http://download.microsoft.com/download/3/3/f/33f1af6e-c61b-4f14-a0de-3e9096ed4b3a/dxsdk_aug2007.exe For more information on this download visit <http://msdn2.microsoft.com/en-gb/xna/aa937788.aspx>.

For more details on Dark GDK visit:

- www.microsoft.com/express/samples/gamecreators
- darkgdk.thegamecreators.com

More information on other game making products can be found at www.thegamecreators.com.

To keep up to date with all the latest information on Dark GDK sign up to The Game Creators newsletter www.thegamecreators.com/?gf=newsletter.

Installation

Once you have obtained the required software take the following steps:

- install Microsoft Visual C++ 2008
- install Microsoft DirectX 9.0c SDK (August 2007)
- install Dark GDK

When this process is complete you will be ready to start using Dark GDK.

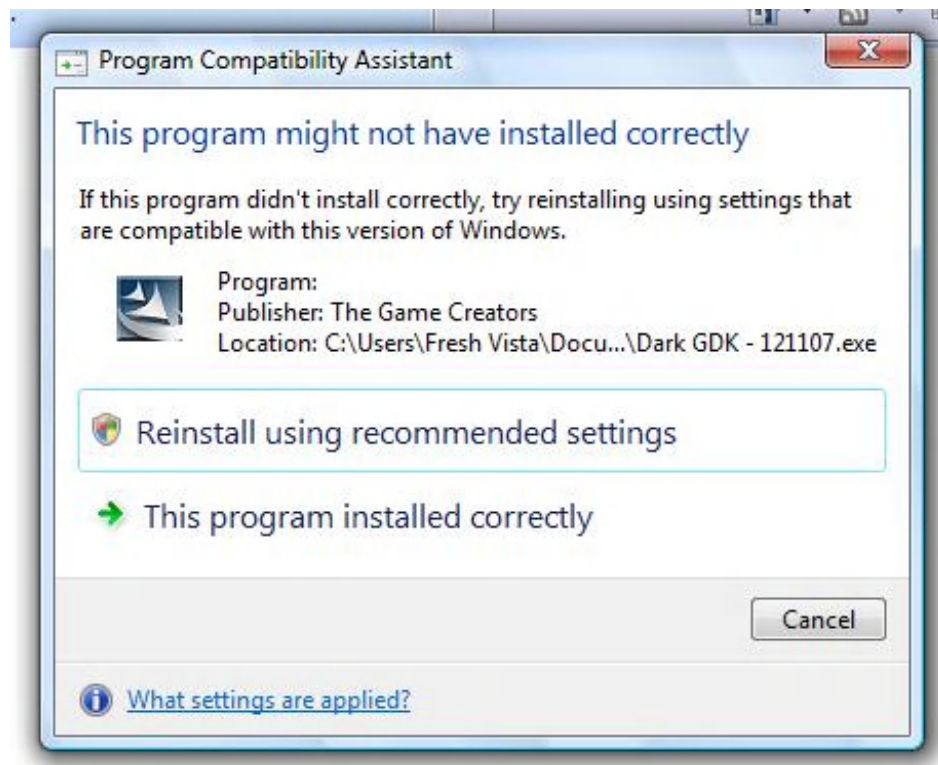
More information on the installation process

The installer for Dark GDK will perform several checks:

- it will determine if you have installed Microsoft Visual C++ 2008
- it will determine if you have installed Microsoft DirectX 9.0c SDK August 2007
- it will ask if you have run Microsoft Visual C++ 2008 at least once so the compiler can perform initial set up

If the installer does not detect Microsoft Visual C++ 2008 then you will be asked to install it. If you select to install the compiler then you will be taken to MSDN and provided with a download link. The installer will then quit. After this install the compiler and rerun the Dark GDK installer.

If the installer does not detect Microsoft DirectX 9.0c SDK August 2007 then you will be asked to install it. If you select to install the SDK then the installer will attempt to download the SDK installer and prompt you to save this. The installer will then quit. At this point you may be shown the following dialog:



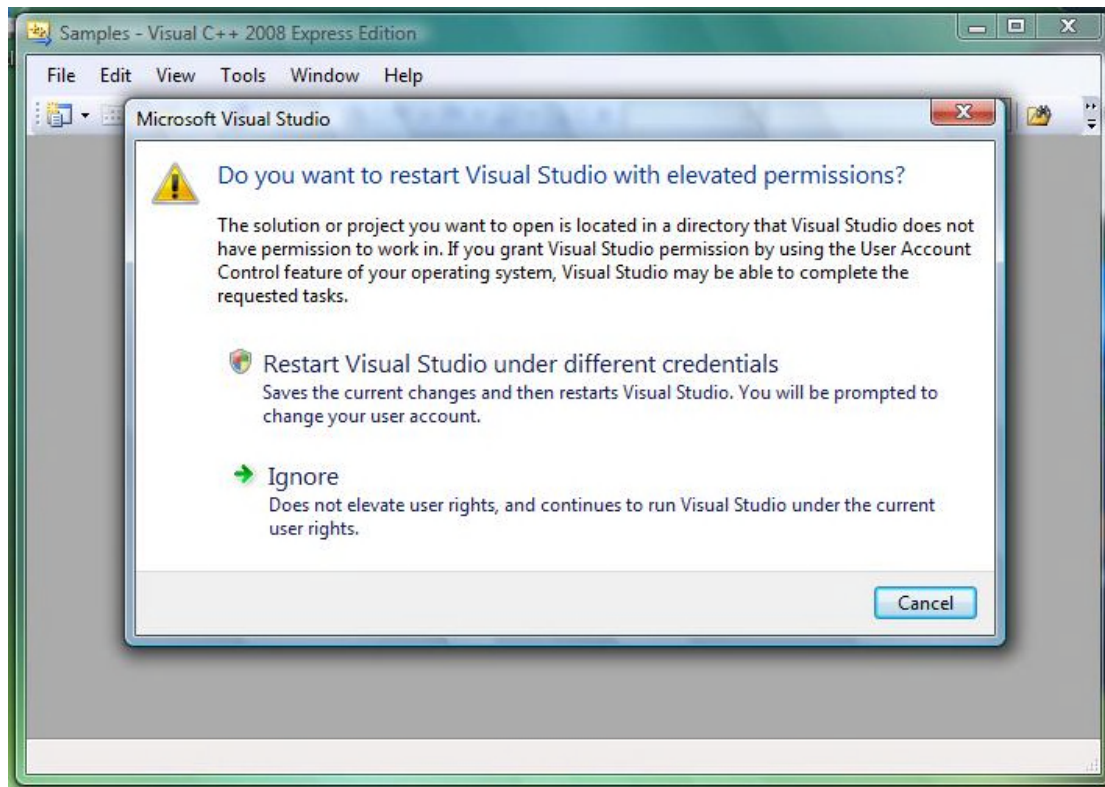
If this dialog is displayed select the option for “This program installed correctly”. When the download for the DirectX SDK has finished install it and then rerun the Dark GDK installer.

Having multiple versions of the DirectX 9.0c SDK installed may cause some issues with the installation process. For example, if you have the August 2007 version installed and then install the November 2007 version the installer will not be able to detect the August 2007 version. If this is the case then select the option to continue with the installation and then manually set up paths to the August 2007 SDK in the compiler after the installation has ended.

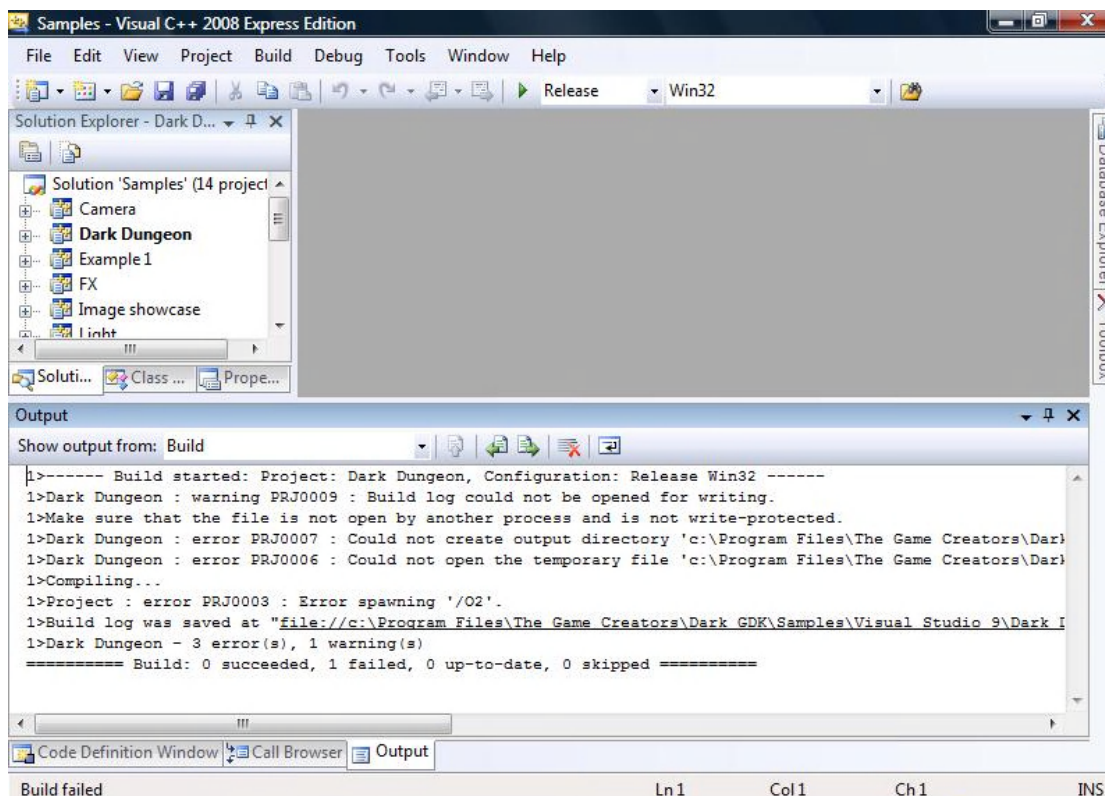
For Dark GDK to integrate into Microsoft Visual C++ 2008 it is necessary that you have run the compiler at least once. This will allow the program to perform some initial set up. The installer will ask if you have run Microsoft Visual C++ 2008 at any point before the installation. If you have then the install will continue. If you have not the installer will quit and you can run Microsoft Visual C++ 2008, let it perform initial set up, quit out and then rerun the Dark GDK installer.

Windows Vista

If you are using Windows Vista and try to run Microsoft Visual C++ 2008 with a limited user account then you may see the following when working with the tutorials and sample projects:

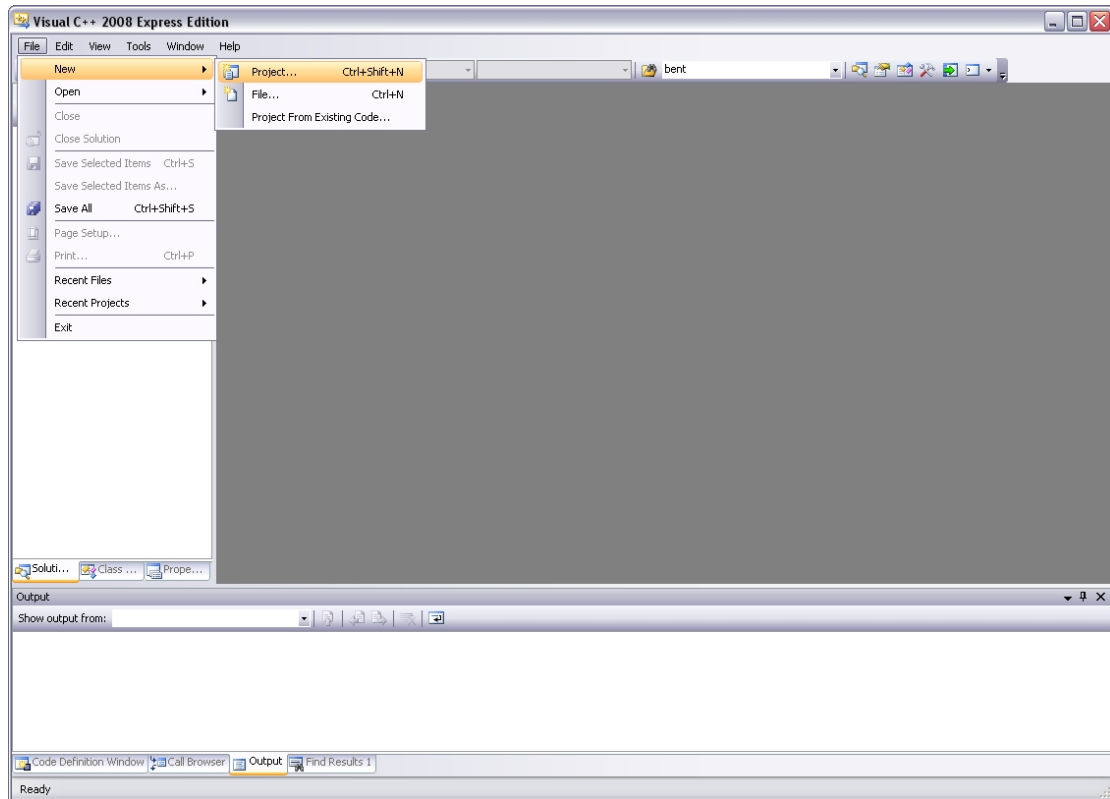


If this is the case then change your user account so you have administrator access. Selecting ignore at this point will result in being unable to compile:

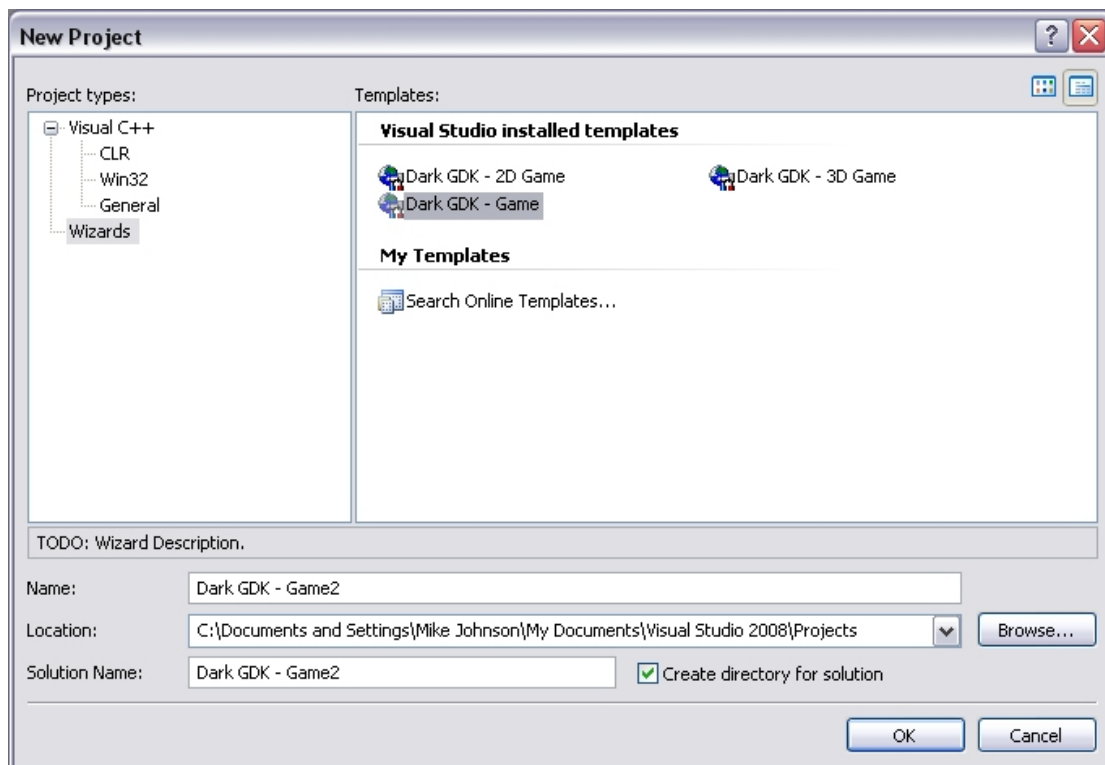


Starting a new project

Launch Microsoft Visual C++ 2008, go to the File menu and select New Project



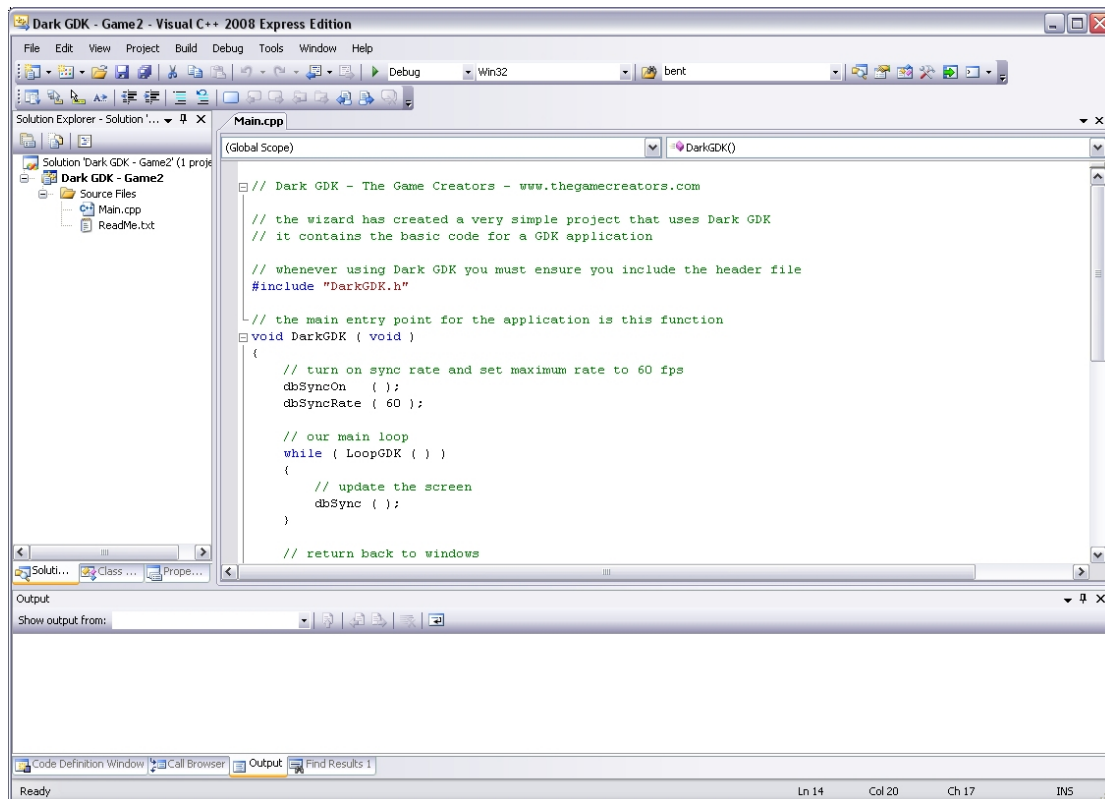
You will now be presented with a new dialog. Select the Wizards item on the left and on the right side you will be shown a list of Dark GDK templates



Each of these templates offers you a simple starting point for a Dark GDK game. The 2D game template contains basic code to display some sprites on screen. The 3D game template contains code demonstrating how to create 3D objects and move the camera. Finally the game template contains the minimum code required for a Dark GDK game.

When you have decided which template to base your project off give it a name and location for saving to and then press the ok button.

In this example the game template has been used and it has provided us with one source file named Main.cpp



From this point onwards you have everything you need to start using Dark GDK.

Compiler Errors

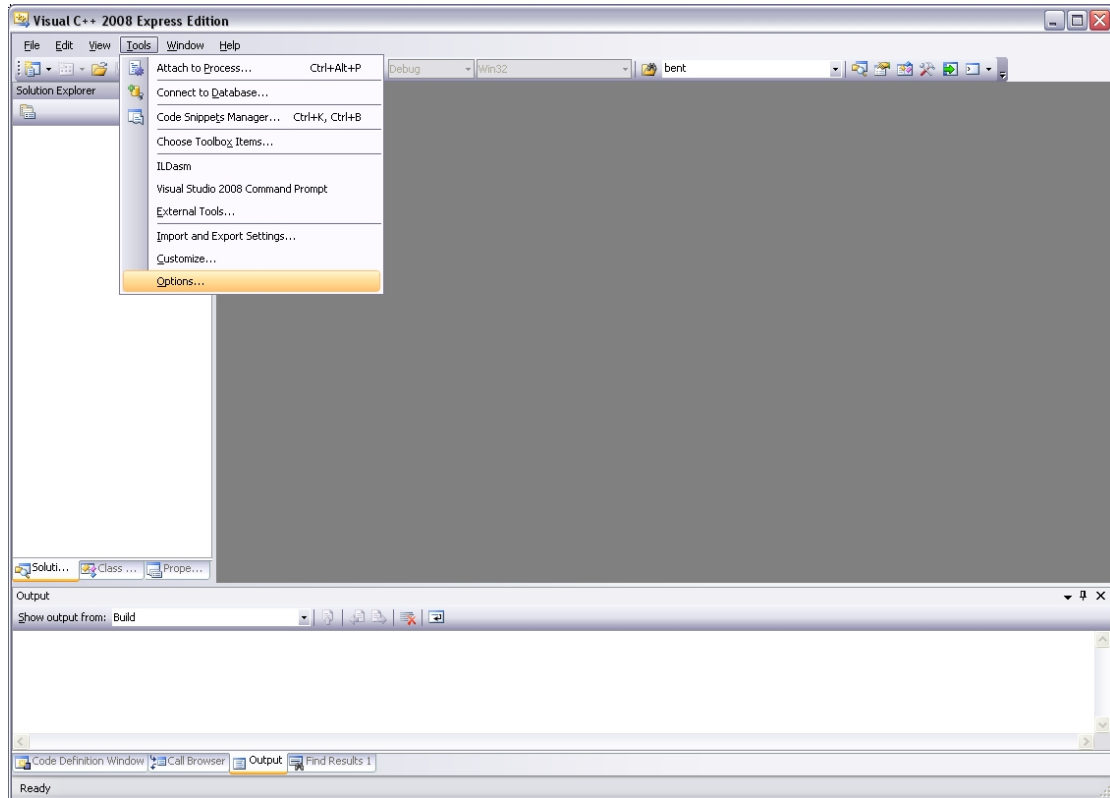
Dark GDK will attempt to automatically integrate into Microsoft Visual C++ 2008. However, in the event this does not happen you will encounter some compiler errors such as

- Fatal error C1083: Cannot open include file: 'DarkGDK.h': No such file or directory
- Fatal error C1083: Cannot open include file: 'd3dx9.h': No such file or directory
- Fatal error LNK1104: Cannot open file: 'darksdk.lib'

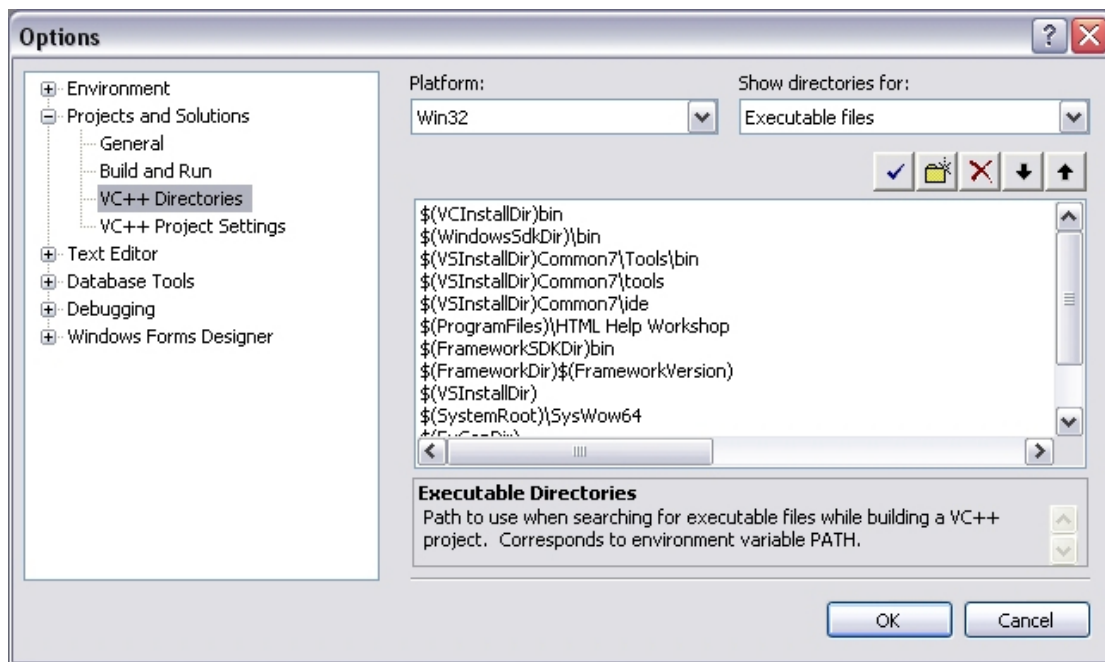
- Fatal error LNK1104: Cannot open file: 'd3dx9.lib'

If you get any errors such as those listed then it will be necessary to manually setup the compiler.

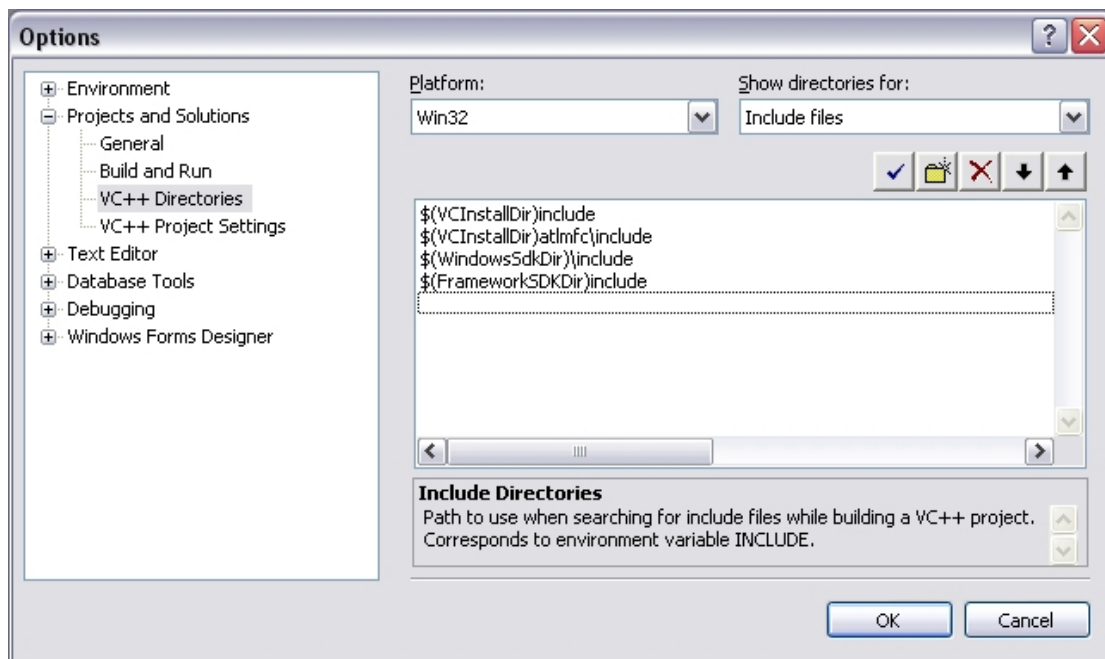
Launch Microsoft Visual C++ 2008. Select the Tools menu and then Options.



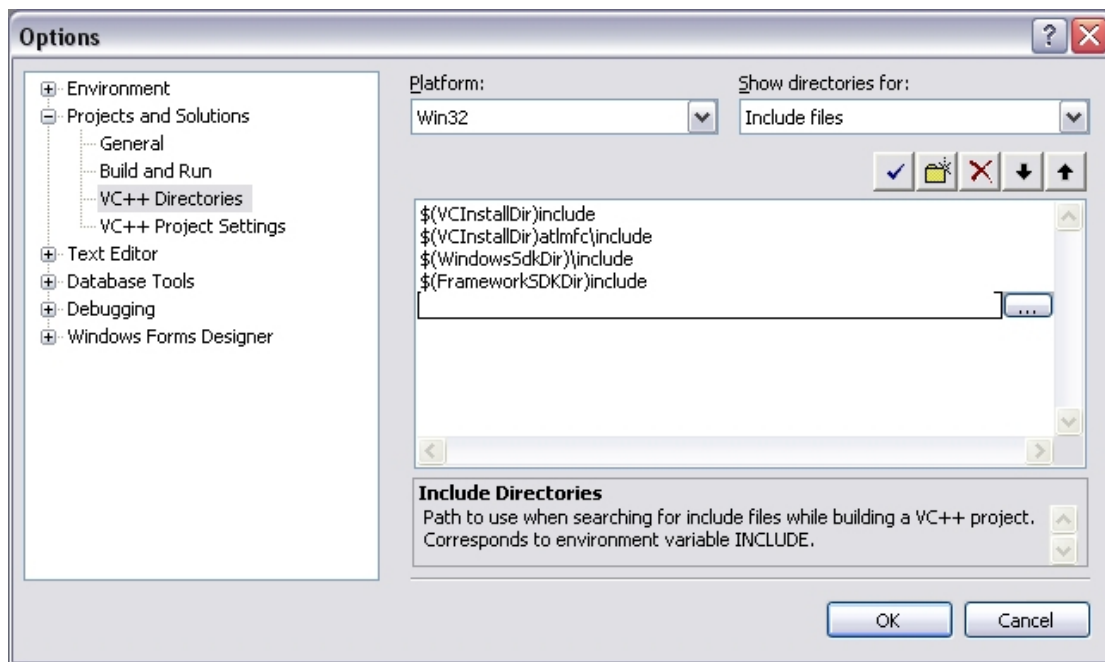
When the options dialog is displayed look at the list on the left. Select Projects and Solutions and then VC++ Directories.



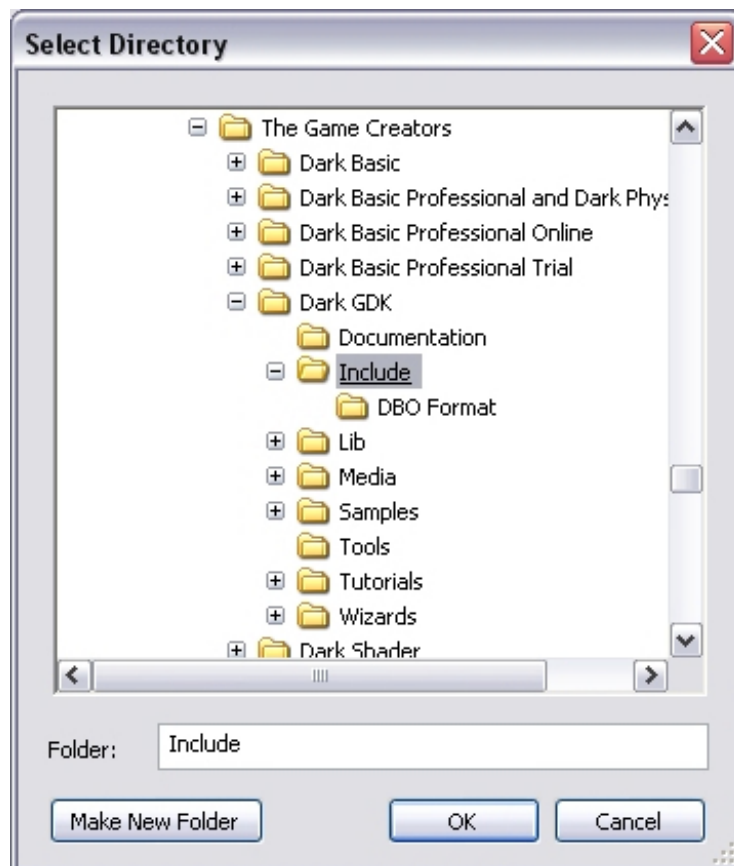
Now look on the right side of this dialog and select the drop down list named Show directories for and then click on Include files.



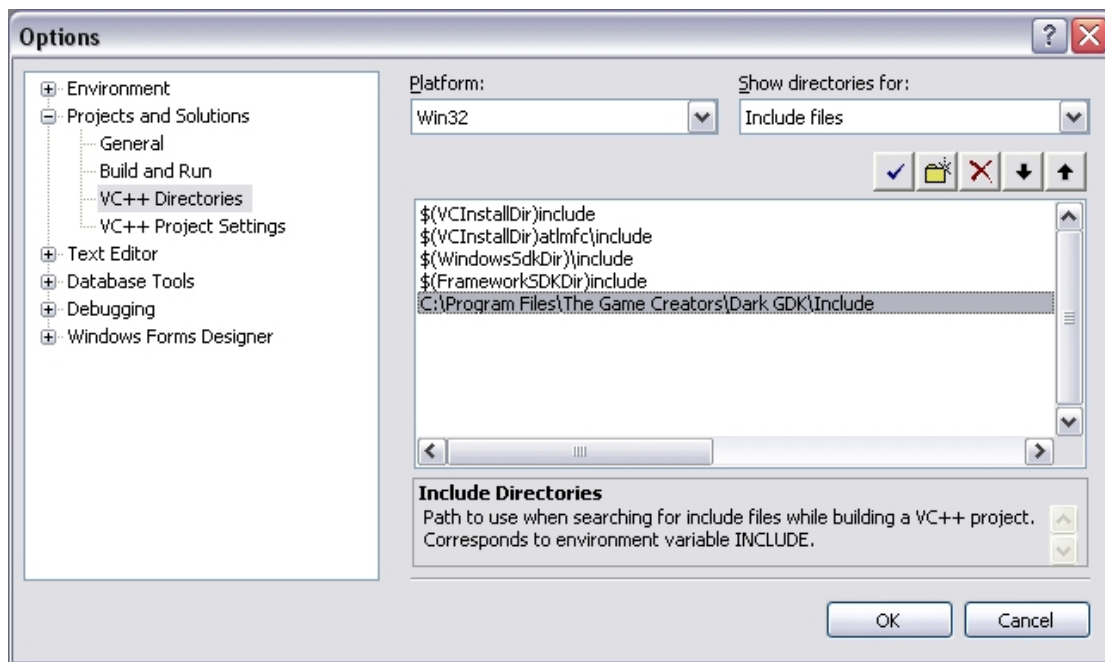
We can now modify this and inform the compiler where the Dark GDK header files are stored. To do this double click on the line at the bottom and then select the button with three dots.



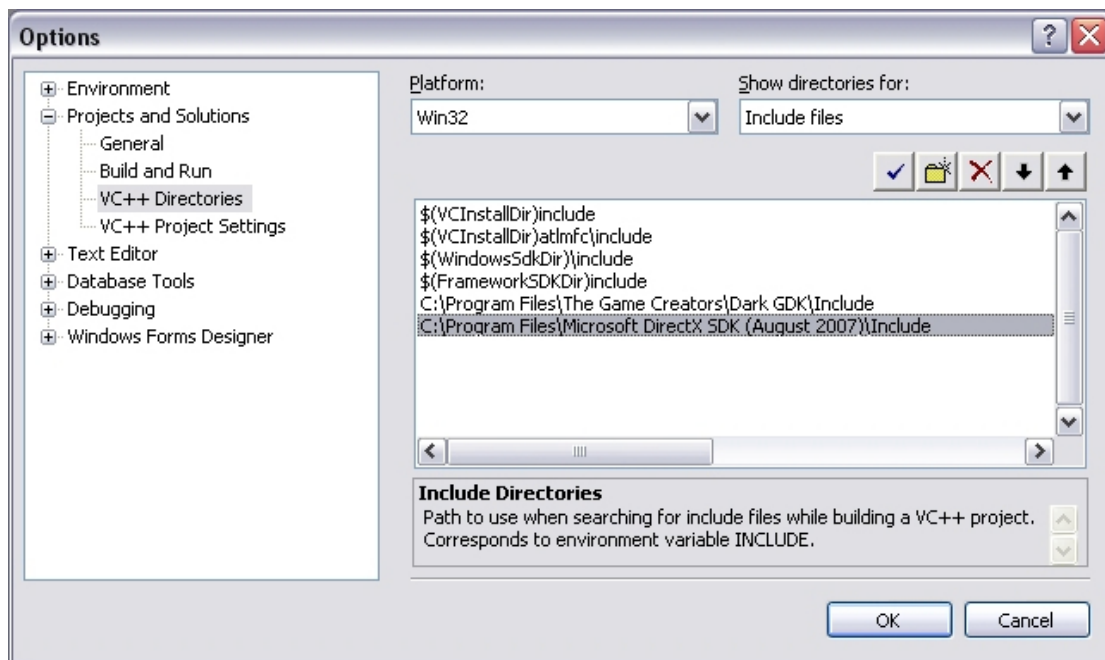
You will now be presented with a dialog asking you to select a directory. Navigate to the folder where Dark GDK is installed and select the Include folder and then press the OK button. The default path for the include file will be c:\program files\the game creators\dark gdk\include.



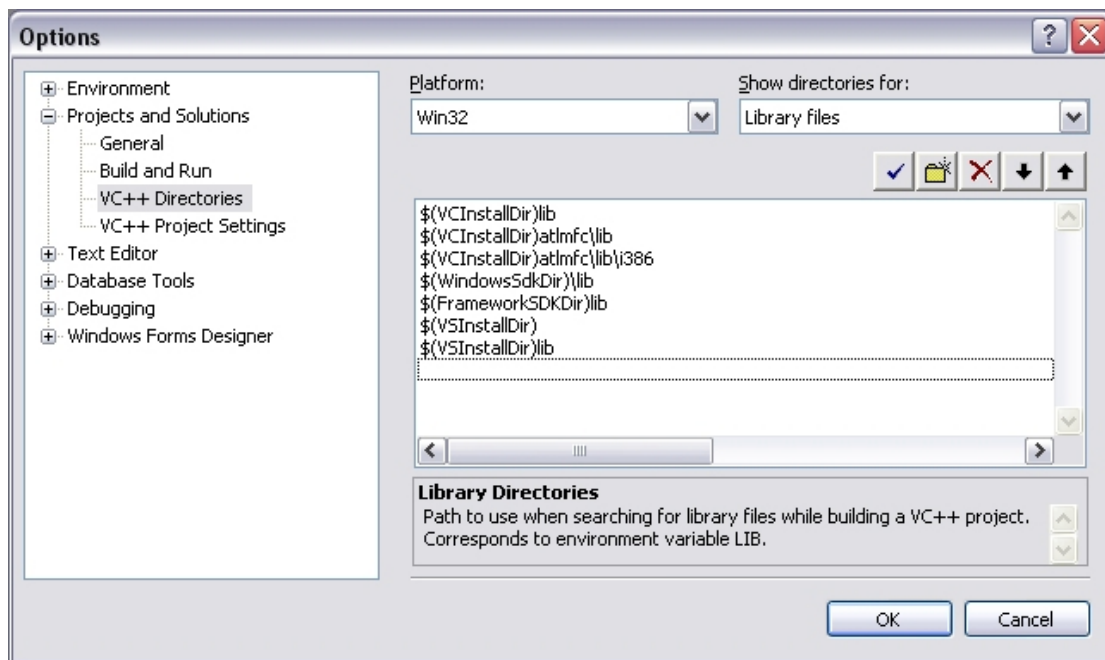
A link to this directory will get added into the compiler include file listing.



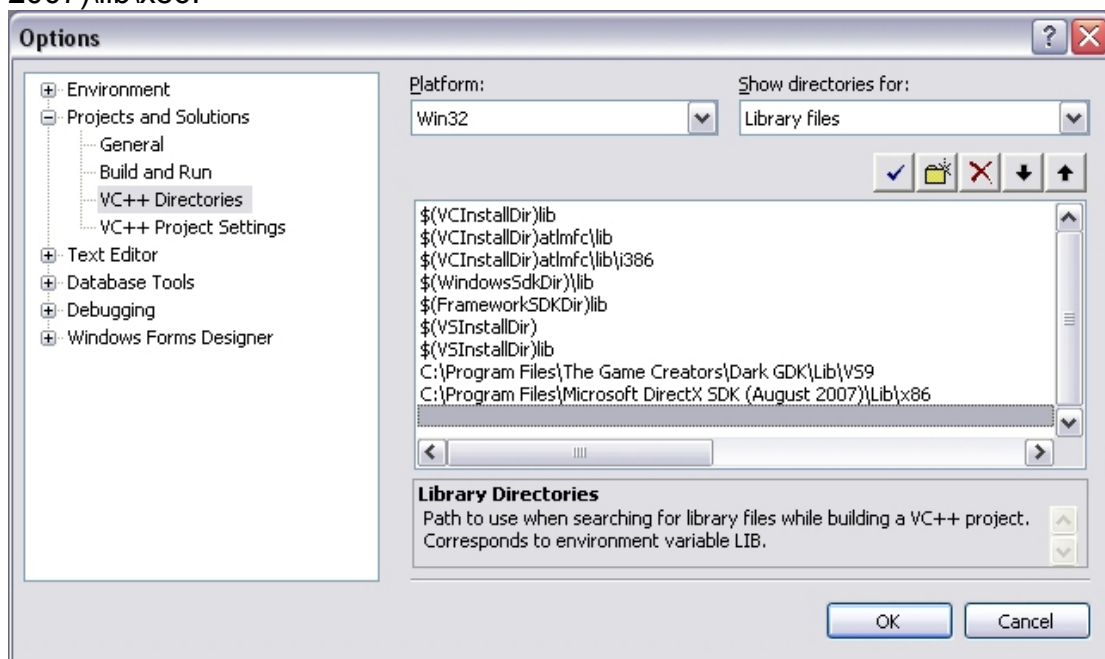
At this point we have added a reference in the include listings for Dark GDK. It is also necessary to ensure the compiler can reference include files for the DirectX 9.0c SDK from August 2007. Repeat the procedure and add a new include listing.



The same process must now be completed for the library files. Look on the right side of this dialog and select the drop down list named Show directories for and then click on Library files.



Add in links to the library files that come with Dark GDK and DirectX 9 SDK. The default path for the library files that come with Dark GDK is c:\program files\the game creators\dark gdk\lib\vs9. The default path for the library files that come with DirectX 9 SDK is c:\program files\microsoft directx sdk (august 2007)\lib\x86.



Once links have been added into the compiler for Dark GDK and DirectX SDK include and library files then the process is complete and you should be able to compile without any errors.